detection of initiation of the current gaming action by the first process and that determines by chance at least one member of the group consisting of a size, a shape and a location of a boosted features area to be used for the initiated current gaming action;

third instructions causing at least one of the processors to implement a third process that determines if a special-feature symbol is landing inside the determined boosted features area of the current gaming action; and

fourth instructions causing at least one of the processors to implement a fourth process that applies a corresponding boosting for the special-feature symbol that is determined to be landing inside the determined boosted features area of the current gaming action.

**19**. The computer-readable storage of claim **18** where the corresponding boosting includes replicating the special-feature symbol that is determined to be landing inside the determined boosted features area of the current gaming action.

**20**. The computer-readable storage of claim **18** wherein the stored instructions further include:

fifth instructions causing at least one of the processors to determine if the determined boosted features area of the current gaming action is different from a boosted features area used in a gaming action immediately prior to the current gaming action; and

sixth instructions causing at least one of the processors to generate in response to a determining that the determined boosted features area of the current gaming action is different, at least one member of the group consisting of display effects, sound effects and haptic effects that draw attention to the difference.

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